CBM 64/128

SILVER 199 RANGE

COMMODORE 64/128

Screen photos may be of earlier machine versions of game

Harvey Headbanger

Firebird

Keyboard/Joystick
1 or 2 player game

Harvey Headbanger

Other exciting games in the Firebird 199 Silver range*

CBM 64/128
Booty
Cylu
Seabase Delta
Raging Beast
Thrust
Caverns of Eriban
Collapse
Freak Factory
Spiky Harold
Ninja Master

Amstrad
Short's Fuse
Seabase Delta
Spiky Harold
Thrust
 (available
 Summer 1986)
Harvey
 Headbanger
Star Firebirds
Ninja Master
Collapse

CBM 16
Runner
Shark
Booty
Spiky Harold
 (available
 Summer 1986)

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Short's Fuse
Cylu
Spiky Harold
Seabase Delta
The Wild Bunch
Helichopper
Spike
Ninja Master
Star Firebirds
Buccaneer
Gyron Arena
Rebelstar
Thrust (available
 Summer 1986)

**Atari 800/
800XL/130XE**
Thrust
 (available
 (Summer 1986)
Collapse
 (available
 (Summer 1986)
Ninja Master
 (available
 Autumn 1986)

*Correct at time of printing

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HARVEY HEADBANGER

© 1986 R. HUGHES
Commodore 64 version by Kevin Moughtin 1986

THE GAME

Harvey Headbanger and his great rival Hamish Highball are both very aggressive characters. They scrap continually just for the fun of it, and using their only weapons; a large belly and a strong head, they try to bounce each other as far away as they can.

When you bump into your rival you will both be temporarily BLACKED OUT and during this time you will suffer a severe headache and move in an unpredictable manner.

However, you can numb the pain by drinking highly refreshing cocktails which appear occasionally and you should slurp these up as noisily as you can.

LOADING

COMMODORE 64 OWNERS
1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewound cassette into the cassette unit and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS
1. Switch OFF your Commodore 128 and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

PLAYING THE GAME

HARVEY HEADBANGER is a game for either 1 or 2 players and can be played with either joysticks or the keyboard.
Here are the controls you will need to use:-

	Player 1 (Joystick Port 1)	Player 2 (Joystick Port 2)
Keys for up	1 2 3 4 5 6	7 8 9 0 + -£
Keys for down	Q W E R T Y	U I O P @ * ∧
Keys for left	A D G Z C	J L ; M >
Keys for right	S F H X V	K : = > /

Other controls that you will find useful are listed below:-
f1 = Restart	SHIFT + f1 = Change Colours
f3 = Toggle 1/2 Players	SHIFT + f3 = Music On/Off
f5 = Change Difficulty	SHIFT + f5 = Freeze Game
f7 = Unfreeze Game	

Detailed instructions on how to play the game are given within the program, and you are advised to study these carefully.